

Graffiti Entertainment Inc. Acquires Tapply Gaming and App Assets from Inqubus Inc.

Sheridan, WY, January 19th, 2017 /OTC Markets Press – Signature Devices, Inc. (OTC: SDVI) www.signaturedevices.com today announced that its subsidiary Graffiti Entertainment, Inc., has acquired the rights to 89 games and apps from Inqubus, Inc., www.inqubusinc.com.

“As part of our business plan and in order to build shareholder value, we are continually looking for partnerships with mobile gaming publishers to enhance offerings to consumers.” said Charles Townsend, Signature Devices Director and CEO. “This partnership strategy allows Graffiti to grow the company at a much faster rate than trying to do it organically. The transfer of the mobile app assets will give Graffiti greater strength within certain gaming verticals and apps that are complementary in using mobile phones to communicate with friends via social media.” One of the featured apps includes a selfie enhancement app that allows users the ability add filters to their pictures.

As part of its ongoing strategy, Graffiti will implement a premium ad monetization strategy for its portfolio of apps. The strategy will include connecting big brands via in-app advertising and in-app purchases. Graffiti will also provide key geographic data on its users to better serve relevant ads to them at the right time. Graffiti has developed and is about to launch its own advertising system that enables developers and advertisers to serve mobile ads, Internet ads and other gaming platform ads.

The app monetization market is projected to be \$101 Billion by 2020 according market researcher App Annie.

Additional transactions in the space include the acquisition of Native X by Mobvista for \$24 Million, Opera Media Works for \$600 million and Smaato for \$148 Million. The mobile advertising market is projected to be \$166 billion by 2018.

Graffiti is well positioned with this acquisition and its ongoing strategy to take advantage of the market conditions. The estimated valuation of \$10,000.00 per application is defined by the average development costs of such applications and will be added to the assets of Signature Devices, Inc.

About Signature Devices, Inc.

Based in Sheridan Wyoming, Signature Devices, Inc. (www.signaturedevices.com) (OTCPK:SDVI) is a holding company with subsidiaries that develop Internet of Things (IOT) products through its subsidiary Innovo Technologies, Inc., and publishes diverse media products including video games and mobile applications through its subsidiary Graffiti Entertainment, Inc.

Forward-Looking Statements:

The information in this press release includes certain "forward-looking" statements within the meaning of the Safe Harbor provisions of Federal Securities Laws. Investors are cautioned that such statements are based upon assumptions that in the future may prove not to have been accurate and are subject to significant risks and uncertainties, including the future financial performance of the Company. Although the Company believes that the expectations reflected in

its forward-looking statements are reasonable, it can give no assurance that such expectations or any of its forward-looking statements will prove to be correct. Readers are cautioned not to place undue reliance on these forward-looking statements that speak only as of the date of this release, and the Company undertakes no obligation to update publicly any forward-looking statements to reflect new information, events, or circumstances after the date of this release except as required by law.

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Source: Signature Devices, Inc.